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Thank you for selecting the Nintendo Entertainment System® Emulater Lex and Grim™ Rom.

Please read this instruction booklet to ensure proper amusement from our new game, and then save the booklet for future generations.

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PRECAUTION

1) Do not store the Game Pak in extreme temperatures.
2) Do not immerse in water.
3) Do not clean with benzene, thinner, alcohol or other such solvents.

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- THE STORY -

In a time history forgot, the lands of Amaranth were shrouded in darkness and danger. From hidden caves in high mountains and deep forests, monsters came forth to terrorize the small, peace-loving villages of the valleys. Most were powerless against the ravages of these minions of darkness. It was a time of locked doors and darkened windows, when people hid in their beds and prayed for an end to the night.

But, this is not Castlevania, so let's lighten the mood a little.

In this time, a few brave souls would travel across the land, protecting villages and fighting back the darkness. Some fought out of a sense of duty, some out of a desire to be heroes, and some fought for the opportunity to acquire fabulous wealth, for the villagers would pay a defender handsomely for the protection of valiant fighters. In addition, rumors oflong-forgotten treasures of great power surrounded the ancient caves the monsters called home---though whether this treasure came from an ancient civilization that built the caves or the constant stream of treasure-seekers who never returned was a difficult question to answer. Those warriors who did return told tales of dark, foreboding caves extending for miles under the ground, as well as creatures even more horrible than those that plagued the villages by night.

In spite of these tales of dread, warriors, adventurers, and treasure-hunters would still find their way to the caves to seek fortune and glory. Two of these treasure-hunters were known in the taverns and inns of Amaranth as Lex and Grim.

Rex and Grim were an unusual pair, for most treasure-hunters worked alone. They had met in a cavern, slaying monsters in the darkness for bounty. Their uneasy alliance eventually became a partnership, and they battled side-by-side to protect villages in the eastern lands of Amaranth, seeking fortune and protecting the innocent. While they fought bravely for the people of the villages and took pride in accomplishing a bounty well, their true reason for fighting was known by few. Lex and Grim

hoped to find the treasure they had both sought when they met in a dark cavern so many years ago: the Chalice of Insight, which was rumored to bestow the power to see one's own past, future, and place in the universe.

It is this quest that brought Lex and Grim to the small village of Paxton. The village was beset by horrible bat-creatures and deadly slimes from a cave deep in the nearby forest. The village agreed to pay handsomely for the destruction of the nests of monsters in the cave. It is a small cave, and since Lex and Grim needed some money to procure supplies, they agreed to enter the darkness of the cave and dispose of any evil they may find. Both looked forward to the battle, but hoped it would be over soon so that they could continue their journey.

Lex

A warrior at heart, Lex's first memory is of wrestling a beast to the ground with her bare hands to save a farmer and his family. The farmer took Lex in and cared for her in her youth. Eventually, the life of a farmer became tiring for Lex, and she departed to find her origins. Lex has no memory of her past before the battle with the beast, and has fought into many a monster's lair in search of a chalice that is rumored to bestow insight into one's history. She has found a kindred spirit in the mysterious wizard Grim, who also lacks a past and shares a desire to explore and combat the darkness of the caves.

Lex wields the sword Kyo-ki in battle, a weapon she had crafted from the tooth of a fallen monster. Her strength in close combat is matched by very few, and even the power of Grim's magic cannot fell monsters as quickly as the strength of Lex's arm. She is impulsive, adventerous and full of wanderlust, unable to stay in one place for very long.

Grim

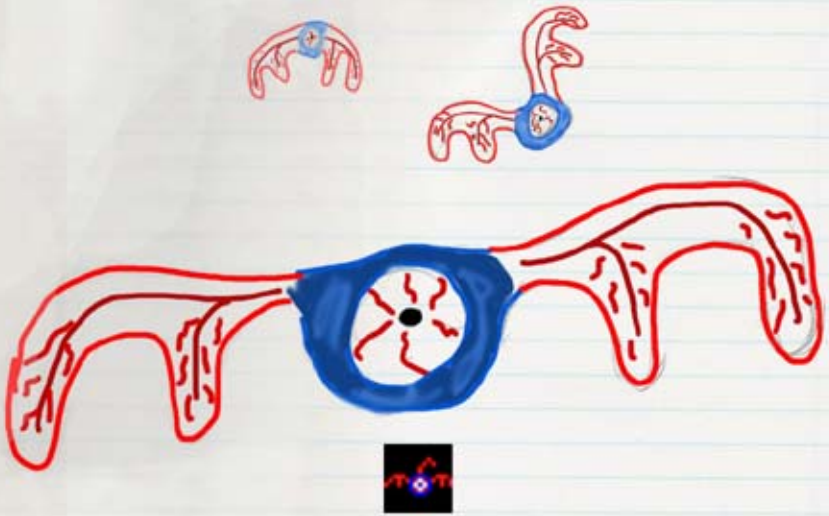
Grim's generally reserved and calm demeanor balances Lex's headstrong style well. While Lex can hold her own in close combat, Grim can provide support from afar with his "Mystic Massile" spell, which releases a fiery ball of mystical energies at a monster. Grim seeks the Chalice of Insight for two reasons: to learn the secrets of his past and to unlock the part of his mind that can understand the pages of his book. He follows his quest with some trepidation, however; while he wishes to understand his book, part of him feels that the burned wood is both his birthplace and a warning.

Grim

If Lex knows little about her past, Grim knows even less about his. His first memory is of lying on his back in a shattered, burned forest, with a screaming headache and deep sense of loss. His only clue to his past was a book lying beside him in the wood. It was filled with cryptic runes and symbols, completely indecipherable to the young boy who now held it. The only exception was a single phrase stenciled inside the front cover: "For Grim."

Since the day he awoke in the woods, Grim has had many adventures, first with a traveling circus, then on his own. He studies his book from time to time, and has found that as he gets older, he is able to read more and more of the inscrutable pages. He possesses enormous magical talent, and has even learned a few spells for his protection from the tome. He is convinced that it is a spell book of great power, which he once knew how to read. He trusts very few people enough to even show the book to them.

Slime - The green slimes in the cave are a fairly common monster seen in many of the caves in Amaranth, which lends credence to the rumor that the caves are somehow intertwined. They are mildly difficult to destroy and can be dangerous in large numbers, but they are relatively weak compared to other monsters. These monsters have given the people of Paxton the most trouble, and the village will pay well for the monsters' destruction.



Lox -One-eyed bats that fly around. Because they spend most of their lives in pitch-black caves, they have one huge eye and tend to fly into things. They are weak but move fast, and their sharp wings can harm the unwary.

CONTROLS

Player 1 (Grim, the wizard)
Cross pad: move
Start: pause the game
A button: Cast Mystic Massile

Player 2 (Lex, the fighter)
Cross pad: move
Start: pause the game
A button: Swing Kyo-ki (the sword)

NOTES

NOTES

Credits

Coding - Joey, Mark

Graphics - Joey, Damien

Music - Zack

Immages Bigger Than 64X64 Pixels - Damien

Story - Mark, Zack, Joey, Katie

Models - Joey, Jesus, Legolas, The Old Man

NOTE: No fairies were harmed in teh making of this game. However, some sprites were.

Legal Information

We don't THINK we broke any copywrite laws...